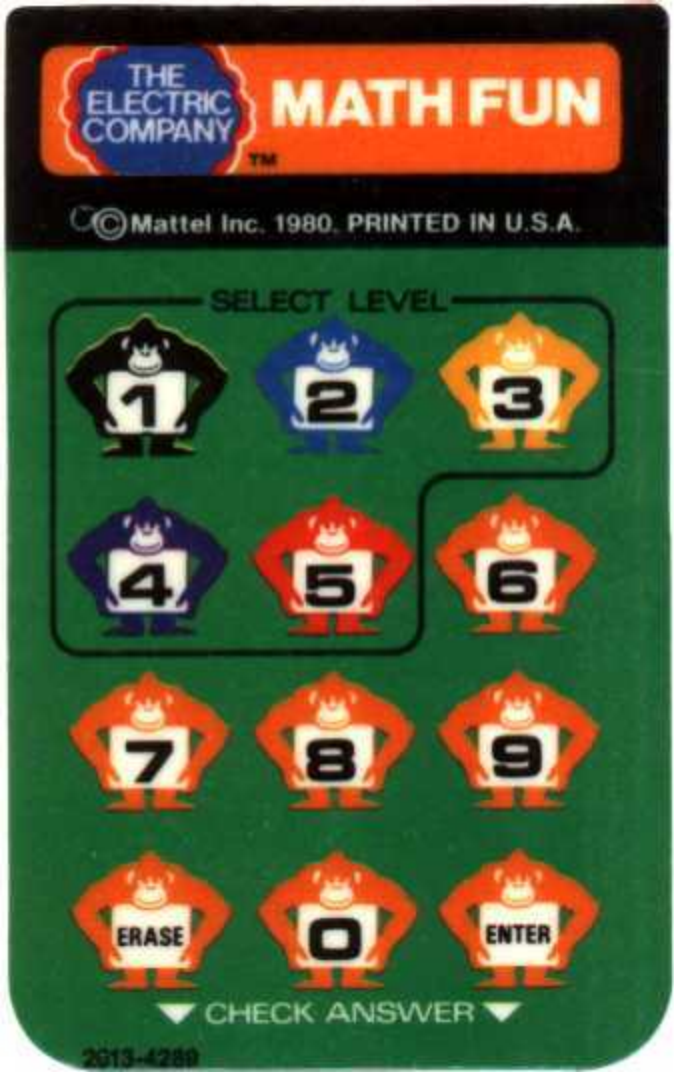
THE ELECTRIC COMPANY
MATH FUN
Mattel Inc. 1980. PRINTED IN U.S.A.
SELECT LEVEL
1
2
3
4
5
6
7
8
9
ERASE
0
ENTER
CHECK ANSWER
2013-4289

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

THE ELECTRIC COMPANY™*

MATH FUN™*

Imagine you're a Gorilla walking through the jungle. Behind every tree lurks an animated animal. and behind every animal, a problem in addition, subtraction, multiplication, or division! You can escape the clutches of the animal by solving the problem in math, but if you miss, you'll have to jump in the river where you'll encounter ferocious crocodiles!

(FOR COLOR T V VIEWING ONLY!)

Illustrations: © Mattel, Inc. 1979. Hawthorne, CA 90250
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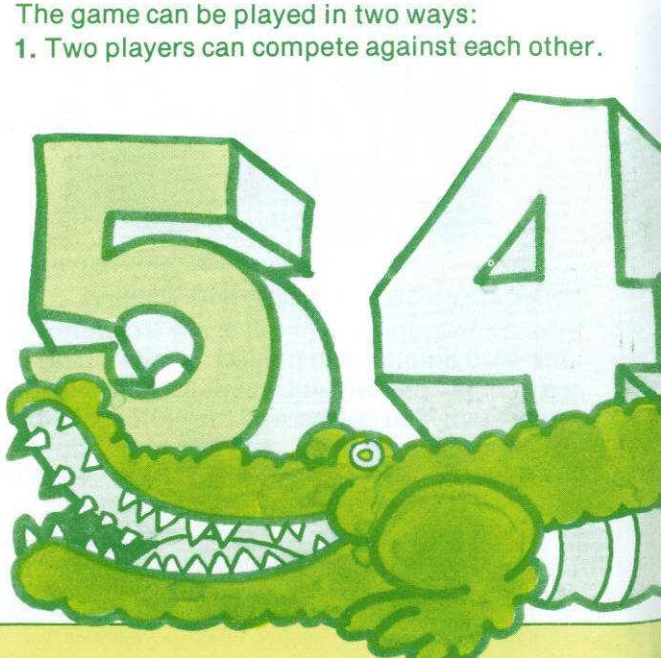
*Trademarks of and licensed by Children's Television Workshop, Inc.

Note to Parents: Gone are the days of laborious arithmetic drills! THE ELECTRIC COMPANY™ MATH FUN™ by Mattel Electronics® is an exciting and enjoyable way for children of elementary school age to improve their math skills. Developed in conjunction with the famous Children's Television Workshop (The Electric Company), THE ELECTRIC COMPANY MATH FUN takes the "sting" out of learning by using the latest, most progressive techniques. For a change your child can **look forward** to solving problems ranging from one digit addition (9 + 3 = 12), to four digit long-division (1050 divided by 25 = 42).

The game can be played in two ways:

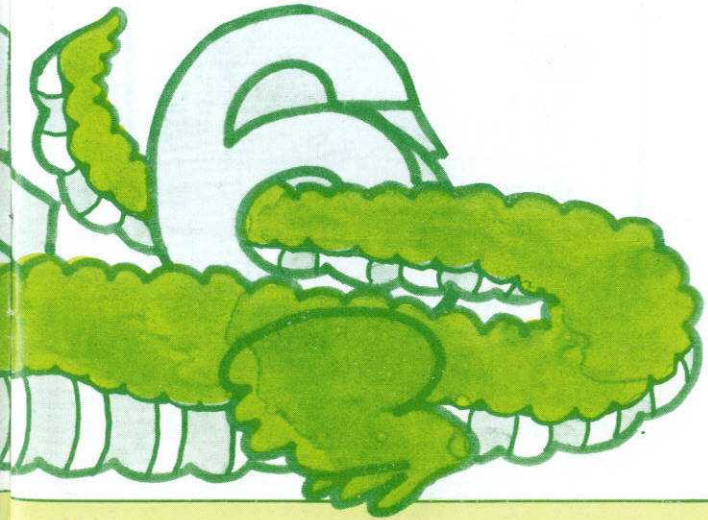
1. Two players can compete against each other.



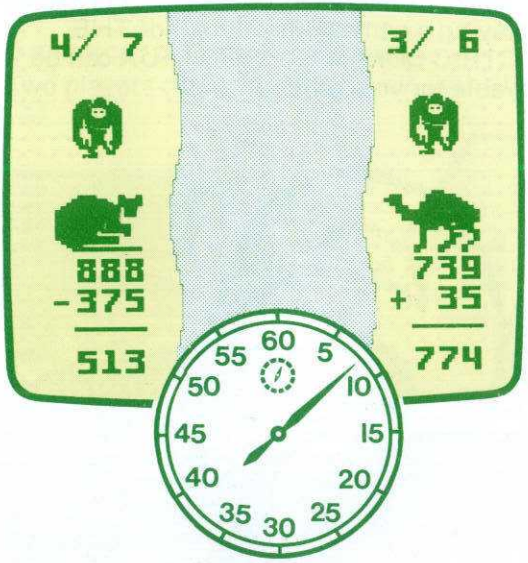
This is fun and exciting. If the two players are different ages, they can each choose a different skill level (the game offers 18 levels of difficulty). The computer will also automatically adjust to compensate in case one player gets too far ahead of the other.

2. One child can play alone, developing speed and accuracy at his own pace. As his competency increases he can move to the higher levels of difficulty. The computer will also automatically adjust the level of difficulty according to how the player is progressing.

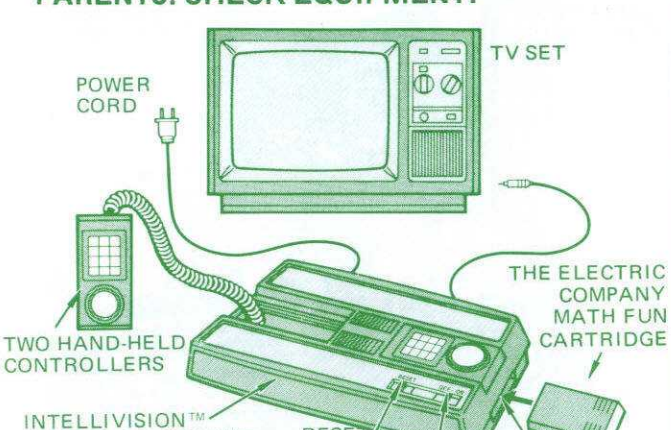
3. Give children pencils and paper. For starters, try playing a game with your child! THE ELECTRIC COMPANY MATH FUN can be enjoyable for you, too!



OBJECT OF THE GAME: To correctly answer as many of your problems as possible in the shortest possible time. The game can be played by one player alone trying to improve his speed and accuracy, or two players can compete against each other in an exciting contest! Each player chooses the number of problems he wants to encounter, as well as the level of difficulty of those problems. The computer will also automatically adjust the level of difficulty according to how well each player is progressing.



PARENTS: CHECK EQUIPMENT.

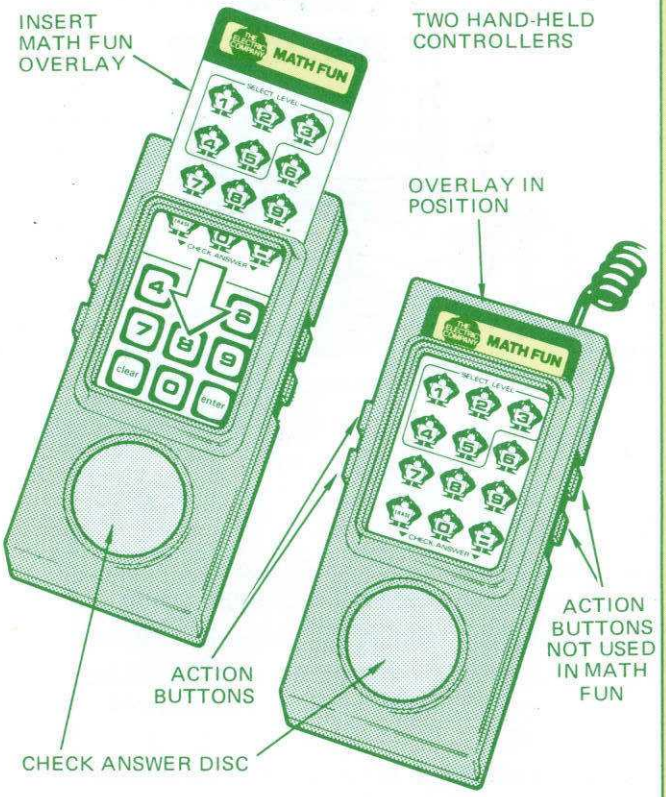


MAKE SURE:

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- THE ELECTRIC COMPANY™ MATH FUN™ Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

PRESS RESET BUTTON: Title will appear on TV screen: "THE ELECTRIC COMPANY MATH FUN."

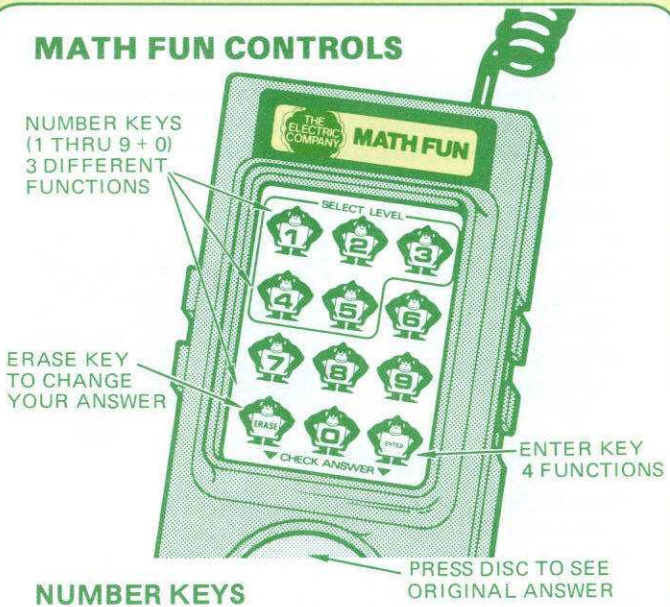
NOTE: When Keyboard Component is added to the Master Component, Cartridge goes into slot on the Keyboard Component, sold separately. See instructions with Keyboard Component.



Remove hand-held controllers from console.

Insert Keypad overlays for THE ELECTRIC COMPANY™ MATH FUN™ into each Hand Controller. Make sure fit is tight, overlay all the way in.

MATH FUN CONTROLS



NUMBER KEYS

Use these keys (1 thru 9 + 0) to give your answers to the problems. You also use these keys to select the number of problems you want to encounter, as well as their level of difficulty.

ENTER KEY

You must press ENTER at the following times:

- After choosing your Number of Problems (See HOW-TO-PLAY #3)
- After choosing your Level of Difficulty (HOW-TO-PLAY #4)
- After giving your Answer (HOW-TO-PLAY #6)
- After a wrong answer, you must press ENTER again to continue play (HOW-TO-PLAY #6B)

ERASE KEY

If you change your mind about your answer (or number of problems and level of difficulty), press ERASE *before pressing* ENTER. Your first answer will disappear and you can then answer again. Once you have pressed ENTER you cannot change your answer.

LEVEL OF DIFFICULTY

Your ELECTRIC COMPANY™ MATH FUN™ Game has 18 levels of difficulty which are divided into Color and Skill levels as follows:

DIFFICULTY	COLOR LEVEL	SKILL LEVEL
EASIER ↑	Black key	1,2,3,4
	Blue key	1,2,3,4
	Yellow key	1,2,3,4
HARDER ↓	Purple key	1,2,3,4
	Red key	1,2

HARDER →

Color and Skill levels must be combined to produce the level of difficulty you want. Thus Black #1 would be the easiest level, and Red #2 the most difficult.

CHECK ANSWER

If you have answered incorrectly, the computer will automatically replace your wrong answer with the correct one. If you want to see your original answer, press the CHECK ANSWER disc. Your answer will appear in white numbers.

HOW TO PLAY

Have a parent or other adult check to see that the Master Component is plugged in and your TV set is turned on.

1. Turn Master Control Switch ON, insert cartridge, put THE ELECTRIC COMPANY™ MATH FUN™ overlay in your Hand Controller, and press RESET.

2. Now press the ENTER Key on your Hand Controller to begin play.

3. You will see "Player #1, No. of Problems," on your TV screen. Player #1 (left Hand Controller) then presses the Number Keys to select the total number of problems he wants to answer. The maximum number of problems you can select is 99. It may be advisable, however, to start with 10 or fewer. For 10 problems you would press Key #1 followed by Key #0. The number 10 will appear on your screen. Then press ENTER.

4. You will then see "Level" and a white square. Player #1 will choose his Level of Difficulty:

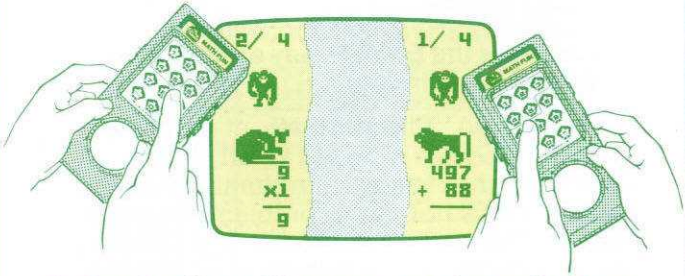
A. First, press the key corresponding to the

Color Level you want (black is easiest, red is hardest--see Color Level chart). The white square will change to the color chosen.

B. Next, choose the Skill Level by pressing the Number Key for the level you want. There are four Skill Levels for each of the first four Color Levels, and two Skill Levels for the Red Color Level (see chart). The number of the Skill Level you have chosen will appear.

C. Press ENTER.

5. Player #2 can now choose his own Number of Problems and Level of Difficulty. (If only one player wants to play, he can enter zero number of problems on the other Hand Controller--press "O" followed by ENTER.)



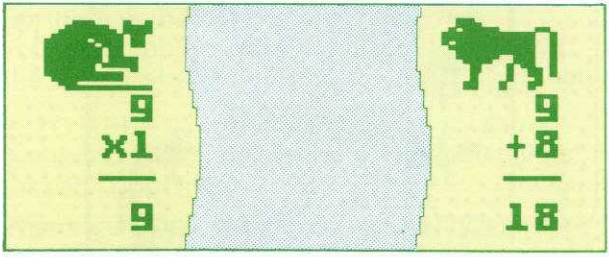
6. Two Gorillas will appear, one for each player, with a wide flowing river in between. As each Gorilla runs along the river bank he will encounter an obstacle in the form of a jungle animal accompanied by a problem in math. You answer the problem by pressing the Number Keys followed by ENTER (or ERASE if you want to change your answer). When you give an

answer the numbers will appear on your screen one at a time starting at the right, then move left to their correct positions as you complete your answer. For instance, if your answer is 346, it will appear like this:

EXAMPLE

1	2	3
366	366	366
−20	−20	−20
3	34	346

A. If you answer *correctly,* the numbers in your problem will change in color from white to either *black* or *yellow* (whichever is the color of your Gorilla). The problem will then leave the screen entirely. Your Gorilla will run along to the beat of a drum and the next animal and problem will appear automatically.



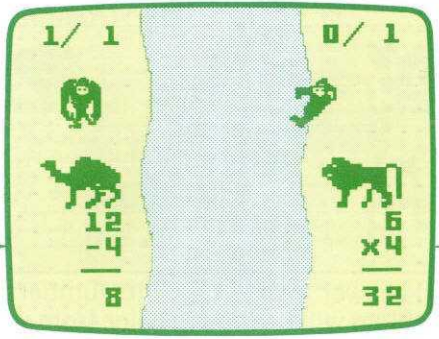
B. If you answer *incorrectly,* the numbers in your problem will change in color from white to *blue,* and the *correct* answer will automatically replace your incorrect one. (Press CHECK ANSWER Disc if you want to see your original wrong answer.) You must then press ENTER *again,* at which point your Gorilla will be forced to jump into the river where he will be confronted by a crocodile and a new problem will appear.

You must answer the new problem correctly in order to get your Gorilla back on dry land. If you give another wrong answer while your Gorilla is in the river, you must press ENTER *again* to make the next problem appear. Your Gorilla cannot jump out of the river until you answer correctly. (The computer will auto-adjust the Level of Difficulty in case your Gorilla is having trouble getting out of the river.)

LET'S LOOK AT A COUPLE OF PROBLEMS:

RIGHT ANSWER

The problem will leave the screen and the next one will appear automatically.



WRONG ANSWER

The computer will change it to the right answer. In order to continue, you must press ENTER to make your Gorilla jump into the river.

7. Continue play until you have answered all your problems. Your score will be kept by the

slashmark numbers at the top of the screen. The first digit is the number of problems you have answered correctly, and the second is the total number you have attempted up to that point.

Thus 3/5 means you have answered three problems correctly out of the five you've encountered so far. When you have answered all your problems your total score will be shown. Also, the time it took for you to complete your problems will appear beneath your final score.

8. When you have answered all your problems your Gorilla will do a victory dance and leave the screen. If one player has finished before another, the game continues until the second player has answered all his problems. If your Gorilla is in the river when you answer your last problem, he will jump out and leave the screen whether you answer correctly or not.

9. TO KEEP SCORE: Both players try same number of problems. Give yourself 100 points for each right answer.

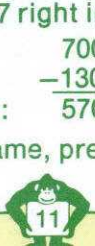
Then figure out how long it took to answer the problems. (Multiply each minute by 60 and add on the extra seconds.)

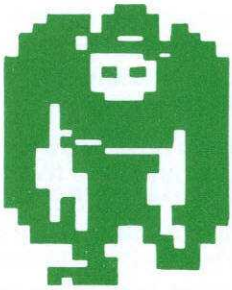
Subtract the total number of seconds from the right answer score.

Example: If you got 7 right in 2 mins. and 10 secs.:

Your points:	700
Subtract	-130 $(2 \times 60 + 10)$
YOUR SCORE:	570

10. To start a new game, press RESET.





90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics,® Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

SOCCER	1683-4289 ____ sets	SKIING	1817-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	TENNIS	1814-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO. WORD FUN	1122-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	HOCKEY	1114-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
CHECKERS	1120-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
SEA BATTLE	1818-4289 ____ sets	BASEBALL	2614-4289 ____ sets
		SPACE BATTLE	2612-4289 ____ sets
		BOXING	1819-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

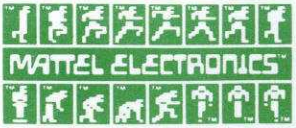
Address _____

City _____ State _____ Zip Code _____

MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



Other electronic games
available from Mattel Electronics.®
Look for them!